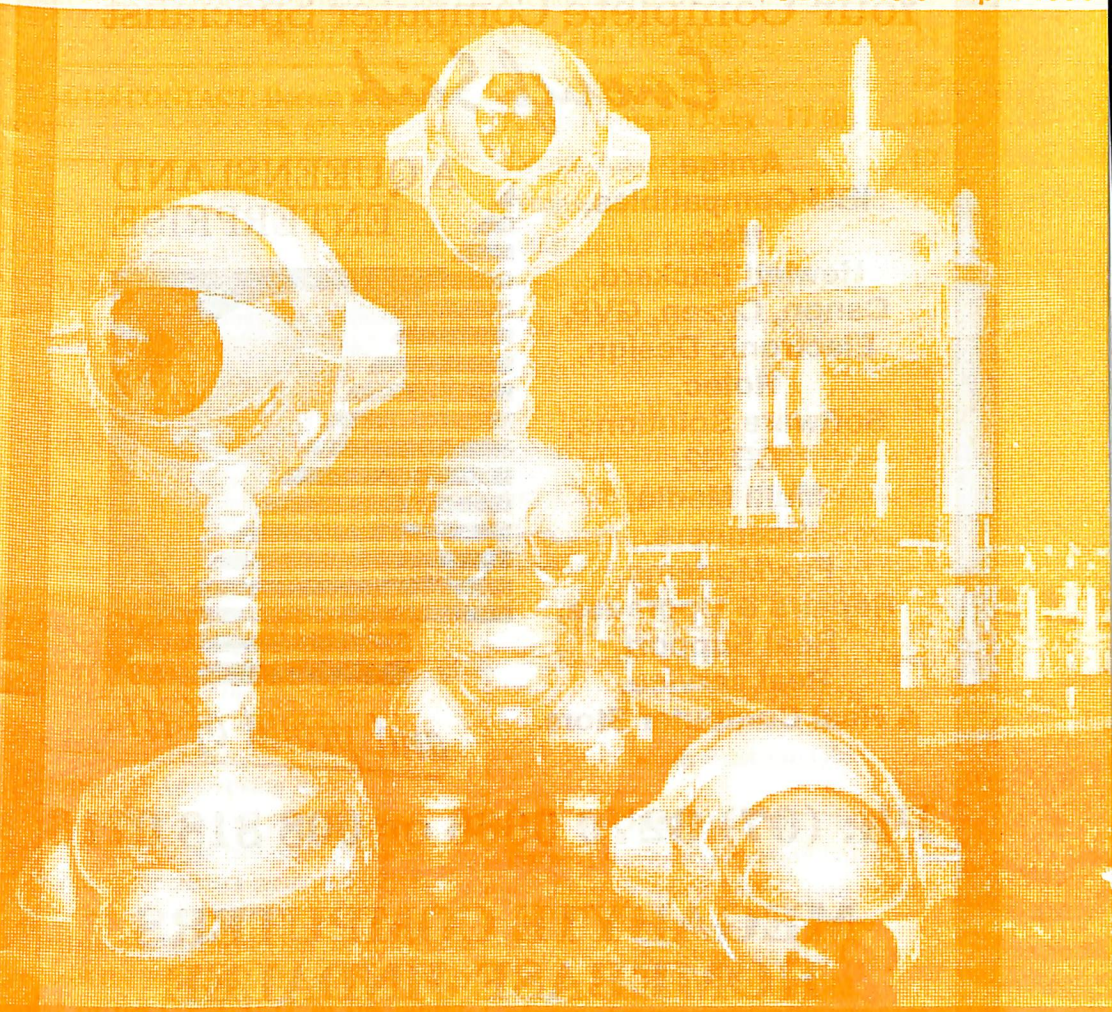
Queensland's Leading Amiga User Group Newsletter

CURSOR

COMMODORE-AMIGA COMPUTER USERS GROUP QLD Inc.

Print Post Publication No.
PP 432 356 / 00005

VOL.12 No.8 April 1996



Next Main Meeting - Tuesday 2nd April
St. Laurence's College - South Brisbane
Libraries & Sales open from 7pm
Meeting & Demonstration commence at 8pm
Visitors and All Members Welcome

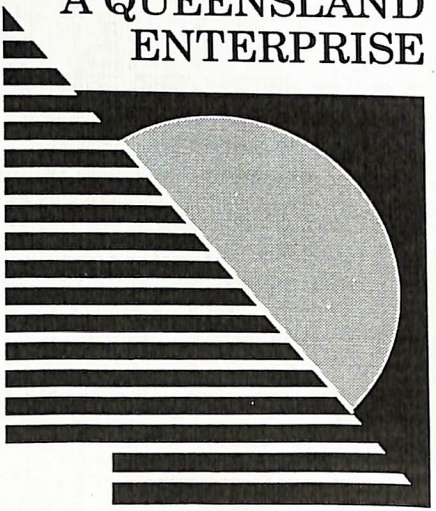
Megabyte Computers

Your Complete Computer Specialist

Enough Said

Amiga,
IBM Compatibles,
Mac,
Hewlett Packard,
Canon, Citzen, GVP,
Electronic Design,
Rotec,
Software Solutions,
CD 32,
Multi Media,
Scanners,
Fax/Modems,
Repairs & Upgrades,
Real Support,
Real service,
A Real Computer Store.

A QUEENSLAND ENTERPRISE



and proud of it!

Ph: (07) 3279 0666 or 008 818 0716

MEGABYTE COMPUTERS
HOMEBASE JINDALEE
JUST OFF CENTENARY HWY

MANAGEMENT COMMITTEE

PRESIDENT: **Jasen Martin**
Ph. 3379-3048
Mobile. 041 491 5538
SECRETARY: **Barry Benyon**
Fax or Ph. (07) 3290-1521
TREASURER: **Bob Baxter**
Ph. (07) 3264-3702
LIBRARIANS: **Ron & Warren Blake**
Ph. (07) 3287-1790
NEWSLETTER EDITOR: **Mike Williams**
Ph. (07) 3801-1020

C-64/128 CONTACT: **Doreen Horne**
Ph. (07) 3398-7441

B. B. S.

SideCar Express BBS ... 3 lines
(075) 463 252 ..local call from GoldCoast
& Southern Brisbane Areas
SYSOP: **Brendan Pratt**
Voice: Ph. (075) 463-317
FidoNet Node No. 3: 640/463.0
AmigaNet Node No 41:400/463.0

This BBS is available at speeds of 600 - 28,800 baud.

Mailing Address:

The Secretary
C.C.U.G.Q. Inc.
P.O. Box 274
SPRINGWOOD QLD 4127

Commercial Advertising Rate:

$40.00 per full page, per issue
$25.00 per half page, per issue
This rate is for camera-ready A-5 pages.

Opinions expressed in CURSOR articles are those of the Author(s), and not necessarily those of the C.C.U.G.Q. or the Editor. Permission for reprinting by other Users Groups is granted, provided that both the source and author are acknowledged.

CONTENTS

Megabyte Computers Advt..... 2
Committee Members 3
B.B.S.s 3
Coming Meetings 4
The Cover Story 4
Imaging Technology Advt..... 5
Editorial 6-7
Presidents Patch 8-10
What's In The Mags 11
The Secretary Speaks 12-13
Public Domain Disks - 17 Bit 14-29
Parcom Advertisement 17
Synapse Computer Supplies Ad.. 22-23
Letters to the Editor 27
image domain Advertisement 30
Club Members Advertising 31
Graphics Interest Group 32-33
The Aminet Report 34-42
Public Domain Disk Details 43
New Club Membership Fees 43
Membership Application Form .. 44

MAIN MEETING

The next meeting will be held on
Tuesday **April 2nd** (7pm - 10pm)
St. Laurence's College
82 Stephens Road
South Brisbane Qld.

WORKSHOP MEETING

The next workshop meeting will be held on
Sunday **April 14th** (11am - 4pm)
St. Laurence's College
82 Stephens Road
South Brisbane Qld.

Published by:
C.C.U.G.Q. Inc,
P.O. Box 274
Springwood
Qld 4127

Printed by:
Towns-End Printing
P.O. Box 1333
Beenleigh Qld. 4207.
Ph. (07) 3807-0177

Please always refer to the latest CURSOR for information on the next meeting as the following plans are always subject to change.

April 2nd 1996

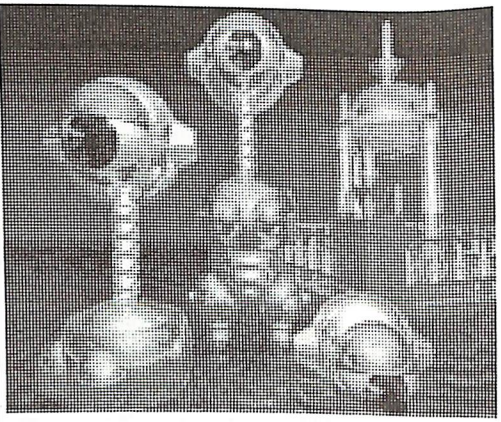
You now have a choice of 2 demo's.

Our Club Secretary, Barry Benyon will give a demonstration of **Directory Opus 5**. This demo will be geared for the novice and include the basics of setting-up DOpus5.

or

A demo of a user-friendly Internet package which is a combination of Public Domain programs and a newly released connector.

●♂☺♀●



The Cover Story

This month's cover picture is a GIF file from my CD-ROM disk "World of GIF".

It is a 256 colour picture of 123,252 bytes with a size of 640 x 480 pixels.

It has obviously been produced with the aid of a 3D rendering program such as Imagine, Real 3D, LightWave, 3d Studio etc.

If you are interested in this type of art form or you like painting with programs like D-Paint or PPaint, come along to the Club's new Graphics Interest Group meeting held on Sunday 14th April at St. Laurence's College. The show starts at 11am.

Mike

●♂☺♀●

IMAGING TECHNOLOGY

RE-MANUFACTURING LEADERS

Printer Ribbons
Inkjet Cartridges

SUIT ALL MODELS

Also

Complete Range of NEW Products

BUY DIRECT FROM THE MANUFACTURER

LASER TONER CARTRIDGES

Complete Dismantle And Reassembly

Replacement Drum
Guaranteed 10 Refills

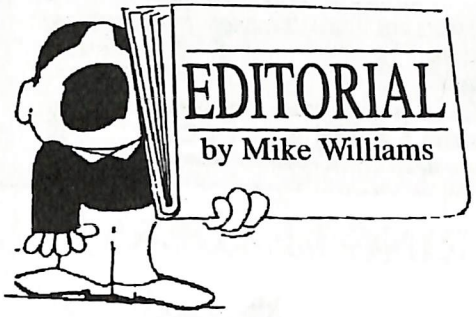
Savings of approx 40 %

PRIVATE AND COMMERCIAL SUPPLIERS

AUSTRALIA WIDE 008 077347

FAX (07) 3856 4949 **PHONE (07) 3856 4355**

80 WEBSTER ROAD STAFFORD QLD 4053



Well, what an interesting month it has been.

First of all, I have some excellent news for all club members ... we have a new Club President (although a temporary one) to replace Keith, until our Annual General Meeting, when a new President will be elected.

The new President is Jasen Martin, whom you may have seen or met at the recent Club Meetings. Jasen has put on two of the last three Monthly Presentations at the Main Meeting.

We welcome Jasen to the thankless (but very rewarding) job on the Committee of the Club and I am sure all Club Members will join the other Committee members and myself in wishing Jasen well for the next 5 months.

Although Jasen is only filling in as President until election time, he is not taking the job lightly and is determined to introduce some new ideas while he has the chance.

One of these is the formation of a Graphics Special Interest Group. Have a read of his article on page -- to find out more details.

I, for one, am glad to see a bit of LIFE being injected into the Club and look forward to some more interesting ideas being put forward over the next few months.

The next bit of interesting news is also close to home and that is about our beloved Australian Commodore and Amiga Review (A.C.A.R.) Magazine. I mentioned in my last editorial that the advertisers had received a fax from ACAR saying that they were going bi-monthly instead of monthly and the next issue was due in February. Well, when mid-March rolled around and I still could not find any ACARs in the Newsagent shelves, I decided to enquire, directly with the publishers, just what was going on, and this is what I was told:

1. The delay in issuing the January/February edition is due to a lack of new information to put into the magazine.
2. Despite the delays, the magazine has not folded and the next edition will be on sale in the newsagents in the second week of April. Subscribers will probably receive their issue before then.
3. This April edition will be the last one under the banner of Australian Commodore and Amiga Review.
4. From May, the name of the magazine will be changing to

"Multi-Media and Desktop Video".
5. The first edition of this magazine will be on sale on 22nd May (only one month after the final ACAR edition).
6. The new magazine will issue every 2 months from then on. It will still contain mainly Amiga information/news etc.
7. Subscribers to ACAR will have their subscription honoured by this new magazine.
8. All this information comes directly from Andrew Farrell who is the present Editor and Publisher of ACAR and he will be the Editor and Publiher of Multi-Media and Desktop Video.

The third piece of news I have is to dispel a few rumours going around that Amiga Technologies (or the parent company Escom) is going broke.

The rumour says that Esom has lost millions of dollars ... some say it has lost as much as twenty million dollars.

I have been unable to verify or refute this rumour, but let's look at some facts and figures to find out if it is (or could be) as bad as it seems.

Firstly, Escom is the parent company of Amiga Technologies and is a separate entity. It is not Amiga Technologies who is supposed to have lost the money, it is Escom.

Secondly, Escom is a Billion Dollar company ... much larger than Commodore ever was. As at 30th June 1995 it recorded a Gross Profit of 1.157 Billion DeutscheMarks (about 1,052 Million Dollars) which was an increase of 77%.

Thirdly, Escom reported, as at 30th June 1995, a net half-yearly loss of only 4 Million Deutschemarks (about 3.63 Million dollars). This was ***after*** spending 17 Million Marks on buying Commodore and Amiga, but ***before*** they received any return on this investment.

Fourthly, in a previous report by Escom, a spokesman for the company said that Escom has already recouped most of it's initial investment it made when it purchased Commodore. This presumably came from the first production run of the Amiga.

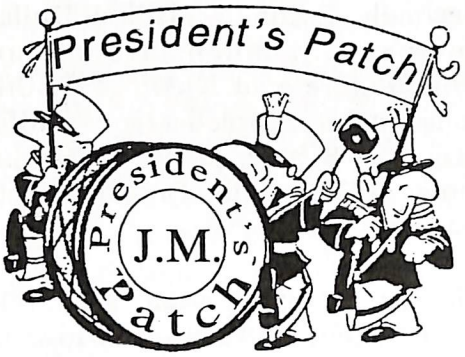
What Escom needs to do now is introduce some new models, to encourage all the existing Amiga owners to upgrade to better machines.

It looks like that is just what is going to happen because the latest news is there is a new Amiga waiting in the wings to be released.

Mike

Mike Williams - Editor

●♂☺♀●



Hello People. My Name is Jasen Martin. I have been nominated to become Club President. I will be the Acting President until we have our AGM in August when it will up to the vote by you, the members.

As you may or may not know, Keith Antoine is very busy with his own projects at the moment and time is very limited for the Club.....Thank You Keith for all the hard work you put into the CCUGQ.

Let me say that the Committee Members are doing an excellent job at producing the Club's Cursor Magazine. Mike Williams has also been filling in for the Club President, where he has been organising the Tuesday Night presentations and supplying any hints on what is happening out there in Amiga-Land.

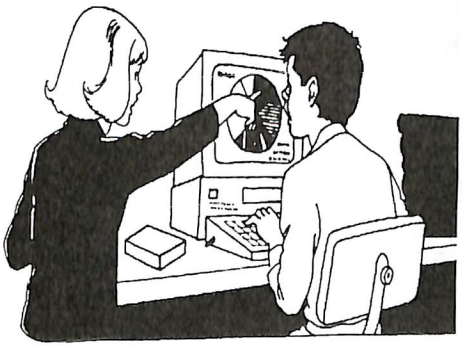
Even though I am not officially the President, I still want to do 'Things'. As always when someone is new to a position they have Ideas, usually too many! Well I am no different and until the August Annual General Meeting, I will be trying to get some ideas off the ground.

I believe it is very important to have better club attendance. We need to get people to the club meetings, both the Main Tuesday Night meeting and Sunday Workshop Meetings where you can bring your machines.

We need to have people INTERESTED in going to workshop meetings where you can see what other people are using their machines for.

I believe many suffer 'Computer Burn Out Syndrome' (hey, is that a new term???).

The symptoms are:
Demotivated with their Computer.
Not attending any of the Meetings.
Haven't installed and new software within the last 6 Months.
"What is a 'Aminet 9'CD"????
Watching too much TV.



The remedy for this most embarrassing syndrome is just come along to the Meetings. Especially come along to the Sunday Workshop Meeting that is held every Second Sunday of each month. I know it can be a pain to bring your computer but do it anyway.
Here you can see people using their machines for a variety of different applications.

I don't know about you guys out there in Cursor-Land (??) but it is really inspiring to see someone get the most out of their machine. For example, at last Sunday Meeting, Ron Hansen was showing some of us the work he has been doing for the Department of Transport using Scala MM300.

Ron and his son have been developing Scala Based Kiosk Systems for a couple of years now.

It was very impressive and more than anything else it was INSPIRING. It made me feel like dragging out my Scala MM300 and doing something.

That is what the Club SHOULD be all about!

It gave me so many good ideas and in my honest opinion that is vitally important. You see someone doing something and it gets you motivated, inspired to do something!! What more can I say.

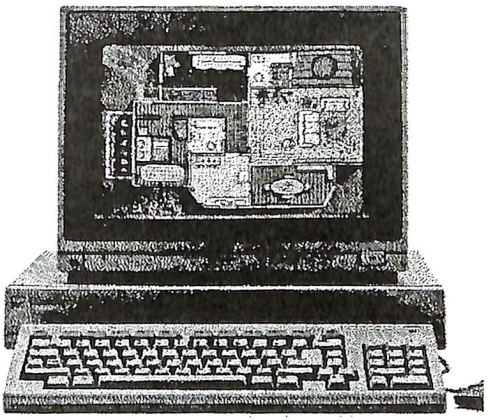
Come along to the Meetings, talk to people, see what is out there. See what you can do too.

Enough of me ranting and raving. Now for something different.

Do you want the Good News or the Bad News?

Good News First.

I have talking to Ben Fletcher from Image Domain (plug plug!) and he has been telling me that third party products for the Amiga are doing very well. For example there is a new accellerator board out for the A3000/4000 by the people that make the CyberStorm. This card is approx. $1000 cheaper than the CyberStorm and has optional fast wide SCSI. We should know more around June/July.



Amiga Technologies has posted that there is a new Amiga on the way. It will come standard with 68040 running at 30Mhz 2 SIMM slots (memory slots) and an expansion slot. I am sorry that I haven't any more details. We will find fact or fiction on Monday 18th March because the CEBIT Show (in Germany???) was held on Friday the 15th March.

Now for the Bad News.

Looks like the increased production costs that Amiga Technologies had to spend has finally flowed down-stream to the dealers.

The price for a Amiga 1200 has increased by approx. $200! It is not known (for sure) if this is a global rise or just in Australia (most likely a Global Rise). That brings the price for a standard 1200 to just under $1400!

Now that is just making it that much harder for the poor dealers! It puts them in a difficult position!

Do they increase their prices on machines, making them just that much less competitive compared to an IBM or do they cut their own profits? It's not easy out there in Computer-Sellers Land.

(Hi there Mr Marianoff, Mr Fletcher and Mr Bagnall and others)

The Amiga has always been a alternative machine to the PC. The market is now that much harder....

Gee, some things just don't seem to change do they?

We have currently:
Little or No advertising.
Poor supply.
Distributor Problems.
And Now a price increase.

Lets all hope that this will change in the future.
I believe it WILL.

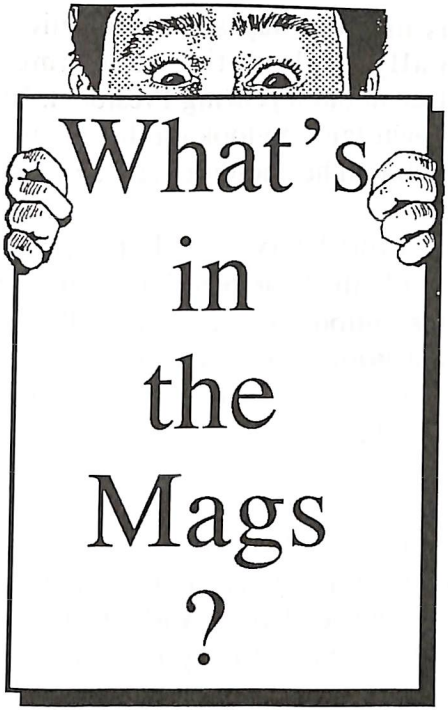
But on a lighter note.....
In general, things are looking up for the Amiga (mainly in Europe).

For example Amiga Technologies (the people that now own the Amiga) have sold over 20,000 units. This I have been told has returned the money they spent on buying the Amiga Rights.

Well thats about it from me. Again, please come to the club and talk to us about anything you feel that we should be doing or should know.Come to the workshop and bring bring your machine.

Bye.

JASEN



This column aims to give the reader a quick overview of some of the more interesting articles or reviews seen in the latest Amiga magazines. All of these magazines (and more) are available for borrowing from our Librarians at our Main Meeting held on the first Tuesday of the month, or from the Workshop Meeting held on the 2nd Sunday of the month.

CU AMIGA MAGAZINE
January 1995

1. Imagine 3.0 is the featured cover-disk for this issue. These cover-disks just seem to get better and better. Imagine 3.0 is a 3D rendering program and this version is complete and uncut.

2. AlgoMusic is another cover-disk for you music buffs. It uses its own algorithms to generate random music that's different each time you run it.

3. Zeewolf 2 is the third cover-disk for all you gamers, and is a demo of this commercial flight simulator.

4. A good article on the MicronıK Tower which can convert your A1200 into a A400 Tower lookalike, complete with Zorro slots.

5. Magic User Interface 3.0 is also reviewed. The verdict is a significant improvement over MUI 2.3.

6. Apollo A620 Accelerator is the long-awaited accellerator for the A600. At £140 (A$300) it's not cheap, but if you just can't part with your beloved A600, it's just the thing.

CU AMIGA MAGAZINE
FEBRUARY 1995

1. Texture Studio 1.1 is one of the cover-disks on this edition. It is used with programs like Imagine 3.0 to render fast textures.

2. XTreme Racing is the other cover-disk and features several different resolutions to suit different model Amigas.

3. Squirrel SCSI CD-Rom is reviewed. This unit plugs into the PCMCIA port of a A600 or A1200 machine and is rated as 2.4x speed. At around A$400 including the SCSI adaptor and software and two CD-Roms, *The AGA Exprience* and *Aminet 9,* it seems good value.

●♂☺♀●

THE SECRETARY SPEAKS

Greetings.

Nobody ever reads my articles.

Proof of this is in my last article where I proposed to raise Club Membership fees to $500 per year, and nobody objected.

The Club has a new President for the balance of this year. He was silly enough to believe my statement of "job perks". That a Committee Member's is entitled to a Car, Mobile phone, Sheep Stations etc.

I was hoping for a new President who was old and decrepit, like myself. Jason Martin is young, and positively bubbling over with energy.

It is usual to say something nice, usually diplomatic, sometimes untrue about a retiring President. Its his own fault he took on the job and then found he couldn't get out of it.

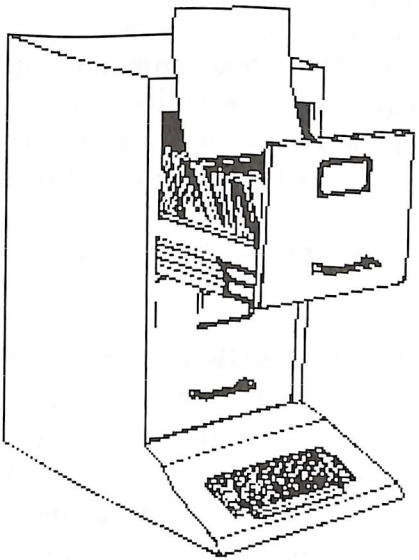
He should have read the small unreadable "fine print" I put in our Constitution last year. Truthfully, he did a good job. I can never admit that somebody can do something better than I can.

Parallel to our faded President problem, the Club also has a fading Treasurer in August at the end of our 1996 financial year. A Member, who shall remain anonymous until I speak to his son (who would be thrilled to have a father who was a Treasurer) looks quite promising as a replacement. An ideal candidate for the job (Amiga mad -- and that is only his son), being practical, mathematical and not fooled by the "Sheep Station" scenario at all.

Being a good ex-public servant I will probably take a "sickie" in lieu of showing my expertise on Dopus at our April Tuesday night meeting. Just kidding. There is an interesting comparison between Dopus5 and 4 on the current "Megadisc". Interested Members can contact Ron Blake or myself to view it.

Now that I have managed to stretch out my article with rubbish to the required length. I will come to the

only piece of readable news.



Good news! I leave all the bad news to our Cursor compiler, -- he is inclined that way (rather like a good newspaper journalist --- "better my mother is a Martian" than "my mother is 87 and still plays the Poker machines". *(How did you find out about Mars?? ... Ed.)*

At our April Tuesday meeting we will endeavour to demonstrate a user friendly Internet/Aminet system to interested Club Members. A combination of up-to-date PD software combined with a "user friendly Connector".

If our Internet showing is on schedule, it will be held in the St. Laurence's Main Office, one level down from our usual room (near toilets).

So attend at your own risk. You will have a choice of something of interest (Internet) or my Dopus showing (better to stay home). Awful gamble for Members who have to travel long distances to attend.

To confirm what is "showing", please ring me the afternoon of the night of the Meeting and I will probably lie so you will come to see my Dopus.

Attendees who have a pet Dopus set up bring along your files on a disk and I will endeavour to show the output.

That's about all, I will leave you now as I have been installing 'Windows 96' for the last few days and I am nearly finished, on my third last CD ROM.

Barry Benyon

Secretary.

●♂☺♀●

AMIGA
Public Domain Disks
17-Bit Disks
2895 - 3000

105 more 17-Bit Disks !

Get your copy at the Workshop or Main meetings.

*Please Note: The descriptions given below are by the **17-Bit Crew** and are NOT the comments of the PD Librarians or the Cursor Editor.*

#2895 JETSTRIKE DEMO

This demo is just a 10 level sample of the full Jetstrike game. The full version of Jetstrike contains: Over 100 different missions, 40 different aircraft, 40 weapons systems, Auto enhancement for systems with more memory, Hard disk installation, Fully compatible with all Amigas (automatically resizes for NTSC and PAL displays). Mission disks to be released in 1994 to add further missions, aircraft and weapons.

#2897-#2906 GIF BEAUTIES 1-10 (AGA ONLY)

The following 10 disks including this one all contain some of the sexiest women on the planet in various states of undress and all in stunning 256 colours guaranteed to show off that fabulous AGA machine you've just bought.

#2907 PRO PAGE - V2.1 HELP DISK

This disk contains a large help file which can be read with the aid of the included Hyperbook program. There is also more information about the installation of the program on a hard disk. This is for Professional lPage version 2.1 but no doubt will of some use for the other versions as well.

#2908 PRO PAGE TEMPLATES

8 templates on here including cassette sleeves, disk box dividers, video spines, video ends etc etc. There are also a stack of genies on here as well including bar graphs, pie charts, borders frames, margins all round, booklet, and many many more.

#2909 VERB TESTER V1.1

This is a verb tester for anyone mad enough to try there hand at learning French. The tester has only a small selection of verbs. (Only five are included on this disk) The program automatically corrects you if your answer is incorrect, so you can learn the correct answer. If you register with the author then a whole stack of verbs are at your disposal. Good G.C.S.E learning aid. **SHAREWARE**

#2910 SOLDERING DISK

The soldering disk is a disk that helps you to create circuit board diagrams and vero-board layouts.

There are loads of components on this disk which are saved as brushes so you MUST have a paint package i.e. DPAINT to use them with. Different size vero-board brushes are also included on this disk.

#2911 PAY ADVICE ANALYSER V4

This program is ideal for keeping a record of your wage details on your computer. It will allow you to keep a regular check on your wages and how much tax your paying to make sure that the taxman, or worse still, your employer isn't fiddling you. **SHAREWARE**

#2912 RADBENCH V1.7

Radbench is a workbench replacement disk with a difference. Once the program is installed, whenever you do a soft reset on your machine, workbench will load in around 5-6 seconds.!!! Just like having a miniature hard drive on your machine. All versions of workbench are supported. It is fairly memory intensive though so anyone with less then 2MB should think twice before buying this disk. There are also stacks of utilities on here as well including DCOPY, DASHBOARD, PLASMA, 256 etc. etc. **SHAREWARE**

#2913 PANACEA TYMPANIC MEMBRANE

Only 4 mods on this one. Not bad

#2914 MINIMORPH V1.0

MiniMorph is a program that will allow you to create smooth morphs/warps between two different images over a period of frames to create an animation. **SHAREWARE**

#2915 A TASTE OF U4IA

Music disk from MegaWatts.

#2916A-B TREASURES OF TUTANKHAMUN (AGA ONLY)

A collection of 11, 256 colour pictures for the AGA based machines all centering around the theme of the Egyptian kings, the pyramids and lost treasure. The picture quality is absolutely stunning.

#2917 COMIC ART 3

Roughly 10 high quality pictures on here all based on your favourite comic book characters. Included on here are Batman, Predator, Silver Surfer, Wolverine, X-Force and a few others.

#2918 EMPTY HEAD AGA DEMO (AGA ONLY)

Nice demo beginning with a huge 3D vector object with a UFO type thingy to light source it. B-splines, Multiple dot tunnels. Realtime picture rotation, 1 pixel plasma and some 10 million dot objects as well.

#2919A-B SPACEBALLS 9 FINGERS DEMO
The follow up to State Of The Art. Instead of just coded dancing characters, this time, Spaceballs have gone one better. Using digitized dancing characters and overlaying them with polygons, it gives an absolutely stunning effect. Get this and put your mates consoles to shame. Backed with a brilliant techno tune.

#2920 ASSASSINS BACK TO SCHOOL 3
The third educational compilation from the Assassins as arrived. 3 programs on here, REFLEX TEST (Maths Skills) AMOS TREASURE SEARCH (Maze learning game) TYPE OR DIE (Typing Tutor). Have fun.

#2921 PARBENCH
This program will set parnet up between two machines which you have linked up without lifting a finger (or not much anyway!!). Very easy to use and saves hours of hassle and frustration.

#2922A-B CHARLEY THE CAT 2 (DOWN AT THE SEA)
The second outing for our good friend Charley the Cat. This time, Charley has decided to spend a nice quiet (?) day at the beach (durrr!). Nothing unusual about that, except that his girlfriend Alyson is there sunning herself. Unfortunately for him, so is his arch-enemy Tiger who starts making trouble for him again. A fantastic animation!! Just like Scwartz. **2 MB REQUIRED**

#2923A-B CHARLEY THE CAT 6 (AT THE FLIX)
In Charley's latest escapade he decides to take a trip to the cinema. Great graphics and sound make this a brilliant animation to watch. Anthony Whitaker (the author) just gets better and better. **2 MB REQUIRED**

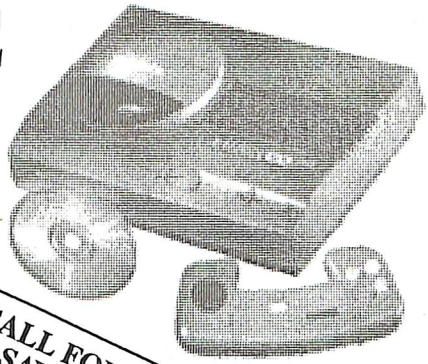
#2924 EXCELLENT CARDS & MANCALA
Excellent cards is a compilation of 5 new card games from Tower Software. Yukon, Black Maria, Frustration, Stonewall and Baroness. Mancala is reputed to be the oldest game in the world. According to the docs, it involves moving stones round a pit or something. If you've played the game you'll know exactly what im talking about. If you haven't, Tough. **SHAREWARE**

#2925A-C CHARLEY THE CAT 3 (HOW TO CATCH A CANARY)
Strange, the third anim in the series coming after the sixth. Thats because we at 17 Bit are all escaped loonys and like to do things the wrong way round. In this brilliant animation, Charley has decided to stay at home and have a go at catching his owner's new pet canary. But does he

PARCOM PTY LTD

FOR ALL COMMODORE AND AMIGA WARRANTY AND NON-WARRANTY REPAIRS

AMIGA CD 32 CONSOLE



* 32 BIT POWER
* 16.8 MILLION COLOUR PALETTE
* PLAYS MUSIC CD'S
* 256K MAX COLOURS ON SCREEN
* 2MB RAM
* MANY TITLES
*LATEST RELEASES

CALL FOR $$ SAVINGS

SPECIAL CONCESSIONS TO CCUGQ MEMBERS ON PRODUCTION MEMBERSHIP CARD

SPECIALISING IN AMIGA MODIFICATIONS & REPAIRS

Computers - Disk Drives - Monitors

*** NOW AT THE ONE ADDRESS ***

TECHNICIANS
Anthony Bamberry & Bradley Jesse

301 RIDING ROAD
BALMORAL
QLD.

PHONE: (07) 3899 0656 **FAX: (07) 3899 0573**

catch it? Well, you'll have to check this cartoon out in order to find out. **3 MB REQUIRED**

#2926A-B TOME OF MYTHS
This is a hypertext type application that outlines the characters and stories that make up common legends. The complete book is divided into two sections; 'Classical' - covering the Greek and Roman myths, and 'Tolkien & Folklore' - covering more modern myths. The book employs an easy to use icon based navigation system as well as full online help. **SHAREWARE**

#2927A-D CHARLEY THE CAT 4 (MOUSTERMIND)
Another great cartoon style anim from Anthony Whitaker. This is the fourth episode of the adventures of Charley. In this escapade, Charley's house has become infested with mice. Will he succeed? **3.5 MB REQUIRED**

#2928 THE DESIGNER V2.12
The Designer is a unique program for creating background graphics and level maps for games. By using The Designer, and any paint program, you will be able to design backgrounds and level maps quickly, easily and effectively, making the task in hand a lot more enjoyable. **SHAREWARE**

#2929 VIVID:ABSTRAX PIG DEMO (AGA ONLY)
The guys who wrote this seem to be obsessed by real perspective 3D calculated dots. Thats just about all this demo has in it. There are some fast rendered colour-cycled mandelbrots and a 256 colour picture of a tropical fish tank with some animated fish. An excellent module plays along in the background but there is no ground-breaking stuff to be found here.

#2930 XANADU:EXPLICIT II AGA DEMO (AGA ONLY)
A so-so tunnel effect gets the ball rolling, then onto a scaled rolling box (whoopee) followed by a split 3D vector cube (a 3 year old routine?) and finally a duff picture with realtime rotation which looks awful.

#2931A-B SYNTEX:SCAN IS LAME SLIDESHOW (AGA ONLY)
This is more like it. The best quality, most professionally put together slideshow since Revelations. 2 disks containing 7, 256 colour pictures in Hi-Res with the most amazing quality imaginable. If you own a 1200/4000 then you must get this slideshow. A brilliant Robosaur and 2 women are just some of the pictures found on here. Awesome. N.B There's a bit of nudity on here, but nothing too offensive to the weaker sex.

#2932 ARISE:SMELLS LIKE CHANNEL NO.5 DEMO (AGA)
But according to 'Stuart the plophead', its the best AGA demo ever.

#2933A-B COMPLEX:ORIGIN DEMO (AGA ONLY)
Starting off with a superb Oddysey-esque intro which is raytraced and some stunning realtime fractal landscapes. The demo takes us on a journey through the eyes of an excellently created 3D vector ED-209 lookalike around a vector world before jumping down a chute and going on a super-fast tunnel effect ride. Finishing the demo off is a nice realtime rotated picture and a slightly crap Doom-esque world. All in all, excellent. <Won at The Party 1993, Aars, Denmark>

#2934 VOLCANO AGA DEMO (AGA ONLY)
This demo is weird. It's got a startup-sequence but when you try and boot it, it says it cant find any AGA chips. It MUST be loaded through workbench. It's hard drive installable too. The main feature on here is a 256 colour volcano made up of over 10.000 dots. Very nice. A metal/dance track plays continuously. 8 bitplane bouncing balls, a nice raytrace piccy called Coders Lunch, some nice dot fireworks and other plasma routines all go to make this a reasonable AGA effort.

#2935 CHANNEL Z ISSUE 1 (AGA ONLY)
The first magazine dedicated solely to the AGA based machines has arrived. Its not brilliant but it does contain some good articles concerning CD32 and other AGA tales. There are some utils on here too including SysInfo, Degrader amongst others and also an AGA intro.

#2936 CHANNEL Z ISSUE 2 (AGA ONLY)
The second issue of Channel Z has arrived. Few bits and bats on here including Virus Checker, Ameko AGA, Boulderdash, Killaga and Dcopy + some articles on various issues.

#2937 AGA UTILITIES 1 (AGA ONLY)
A utils disk packed chock full with AGA stash. On here are Rend 24, PPshow, View, Viewtek, BestID, BBlank, ForceVGA, DoubleX, PKludge, Amiga2NTSC, CycletoMenu, CheckAGA, Clouds and Gtest2. Not bad for 2 quid eh.

#2938 AGA UTILITIES 2 (AGA ONLY)
The second disk in the series contains Icon Illusion, Plasma, Quickgrab and AGraphics.

#2939 AGA UTILITIES 3 (AGA ONLY)
This time around it's A4091 patch,

Alertimer, Clouds, HAM8-JPEG, BestID, SMC, Plasma, Newpop4, PCX datatype, NTSC4NTSC and Patch Pointer.

#2941 NUANCE:SUBTLE SHADES DEMO

A reasonable but not mindblowing effort from Nuance. The demo consists of a number of parts featuring Balls, and the fastest double multi-coloured dot tunnel yet seen.

#2943 A1200/4000 UTILS (AGA ONLY)

Another utils disk. (Coming thick and fast aren't they???) On here are CacheX, IntelOut, Plasma, Superduper V3, NewMenu2 and Arp.library 4.2.

#2944 CARD GAMES PACKAGE

This disk contains versions of Solitaire, Aces Up, Golf, Tut's Tomb, Cruel and FreeCell. Solitaire is a version of Patience, Aces up is something to do with moving Aces around. And so on and so on. If ya like card games, you'll love ALL these. **SHAREWARE**

#2945 DEPTHCHARGE

Depthcharge is a rough conversion of an old arcade game. You control a submarine destroyer and must destroy as many enemy submarines as possible by dropping depth charges on them. The enemy subs use mines and torpedoes to try and destroy you. If you can remember this then you've got a good memory!

#2946 SOCCER CARDS USA 94

This is an updated version to disk 2090. Anybody who's played it before will know what we've got here. For the drongos out there, the object is to turn cards over on the screen. If you get a pair then that option is executed, whether it be scoring a goal, getting a red or yellow card, a good tackle or anything else really. In a 2 player game. Players take an alternate turn in picking a card. Sounds difficult? Naaah.

#2947 DITHELL IN SPACE

An excellent arcade style platform/shooting game set in space. A cross between Jetpac and countless platform games, the object is simple, shoot the nasties and collect the objects. Brilliantly presented, nice front end, gfx and sound make this a very worthwhile purchase. **SHAREWARE**

#2948 DIGITAL:DREAM TRIPPIN DEMO

Not up to the usual standards that we have known Digital to produce but still pretty good. The intro is one of the best around though, setting up your TV and adjusting volume, colour and brightness using on-screen displays. The demo includes a dot logo, dot flexi objects, dot shapes, a superfast 3D zoom logo,

some pencil vectors and a bunch of other stuff.

#2949 ICE RUNNER
Fantastic platform game bit like Dig Dug. Collect the fruit whilst avoiding the nasties, then dig holes in the ice and trap 'em. Looks amazing, doesn't sound too hot but boy does it play well.

#2950 LEMON:RINK A DINK DEMO
Design over routines from the mainly-Core gang <Paradroid and Nuke, with Facet scurrying around the back> - watch out for a great tunnel effect near the end, though.

#2951 PROCAD ELECTRONIC V1.0
ProCAD Electronic V1.0 is the latest release in circuit schematic drawing and PCB design tools on the Amiga, and is probably one of the easiest CAD packages to use so far.The program is mouse driven and contains a large electronic symbols library as well as the capability to load custom symbol libraries. ProCAD also has a wide range of drawing tools including stretchy pencil lines and shapes, 2 types of stretchy PCB tracking pens, a solder pad tool with variable pad sizes and a DPaint type zoom editor. Support software is also available.

#2952 XMAS TIME
A great festive platform game starring Fat Santa and the nasty nasties. <Yeees> The object of the game is to jump around the platforms collecting a set number of presents while bopping the baddies on the head with your big sack. Loads of bright colour, good music and sfx make this a very enjoyable platform romp.

#2953 MATRIX BLASTER
The best version of Tron/Lightcycles around. Put together brilliantly, play against a friend or the computer. There are four different speed levels to play at as well. Very very addictive.

#2954 UNPLEASANT WAYS TO DIE
Black & White hand drawn slides. They are very well drawn but they just aren't funny. According to Rob at 17-Bit, anyway. Make your own mind up.

#2955-#2957 JPM'S AGA PICS #5,#6,#7 (AGA ONLY)
JPEG pictures for all you AGA owners out there. All based around fantasy/Vallejio type artwork. Very good quality but after all they are only slideshows.!!!!!

#2958-#2960 JPM'S AGA PICS #8,#9 (AGA ONLY)
JPEG pictures for all you AGA owners out there. All based around Dungeons & Dragons type artwork.

Continued on page 24

SYNAPSE COMPUTERS *The Amiga Specialist*

190 Riding Road
Hawthorne Qld 4171
Ph. (07) 3899-0976 BH

P.O. Box 41
Bulimba Qld. 4171
Mobile 018-981-679

Memory

4Mb SIMM 72-Pin 32-Bit	$149
8Mb SIMM 72-Pin 32-Bit	$249
16Mb SIMM 72-Pin 32-Bit	$499
MBX-1200 Ram Card (used)	$99

Hard Drives

Seagate 1.08 Gb IDE	$379
Seagate 1.3 Gb IDE	$419
Quantum 850 Mb SCSI	$339
Quantum 1.08 Gb SCSI	call

Amiga Hardware

Amiga 1200HD, 170Mb, S/W etc.	$1339
Amiga 1438S Multisync Monitor	$695

Accelerators - A1200

DKB Cobra 28MHz	$239
DKB Cobra 40MHz	$329
DKB Mongoose 50MHz	$629

Iomega Zip Drives/Disks

Iomega SCSI Drive + Disk	$399
Iomega ZIP Disk x 1	$35
Iomega ZIP Disk x 3	$99
Iomega ZIP Disk x 10	call

Games (*-AGA)

*Breathless	$65
*GLOOM	$65
*Pinball Illusions	$65
*FEARS	$65
*The Lion King	$65
*Lords of the Realm	$65
*Bloodnet	$65
Super SkidMarks	$50
Shadow Fighter	$65
Super Street Fighter II	$75
DUNE II	$45
Cannon Fodder 2	$65

Over 100 2nd hand orig. games from $5 - $25

Modems

Dynalink 28.8K V34	$389
Dynalink 14.4K	$249
GPFax Software	+$35

Disks

MegaMedia 3.5" DSDD	$7
2nd Hand 3.5" DSDD	50c

CD-Roms

Ami-Net 8,9 or 10	$29-50
Meeting Pearls 3	$29
Personal Suite	$99
Over 20 other titles ...	Call!

Have you bought from us yet?

As a Welcome to all our new customers and a Thank-You to our existing clients, we're giving away a FREE mystery gift with any purchase made this month. We think you'll love it!

Just let us know when placing your order and your FREE gift will be included.

Telephone orders are most welcome (most credit cards accepted) and as a special bonus for this month we'll organise FREE Australia-Wide delivery with no minimum order requirement!

Graphics

VIDI Amiga 24 RT Pro	$399
VIDI Amiga 24 RT	$345
VIDI Amiga 12	call
Brilliance V2.0 Used	$70
SCALA MM400	$399

CD-Rom Drives

Sony 4X internal	
Zappo 2X A1200 (used)	$349
Amiga 2X CD-32 (used)	$349
	$199

Software

Wordworth 5	$149
Organiser V2	$99
DataStore	$119
TurboCalc V3.5	$145

Cables

ParNET Cable/S'ware	$25
NULL-Modem Cable	$20
A1200 2.5"-3.5" IDE	$35
Parallel Printer Cable	$10
Serial Cable RS232	$10

Bits & Pieces

Box of Serial CD32↔Amiga	$99
SX-1 CD32 Expansion	$395
A2000 RAM card +2Mb	$299
A2000 RAM card Used	$220
External Drive Used	$70
Amiga Mice	$30 - $70
Amiga Joysticks	$25 - $45
Mouse/Joystick Switch	$35

TRADING HOURS

Mon - Fri 9am - 11am & 12n - 6pm
Saturday 9am - 11am & 12n - 5pm

Other times ... by appointment.

17-Bit Disks continued from page 21

Very good quality but after all they are only slideshows.!!!!!

#2960 ZONE WARRIORS MUSIC DISK

5 techno tracks. Bass in yer face. Watch yer bass bins. Hardcore, You know the score. They aren't the names of the tracks, just some crap associated with techno music.

#2961A-B JIGSAW

This is a rock hard jigsaw puzzle type game. The computer will mix the picture up and you have to put the pieces back together (OBVIOUSLY). There is one snag though, all the pieces can be rotated 4 ways thus making the game slightly more difficult. The mags have given it some rave reviews. An excellent game. A few pictures on here as well. **SHAREWARE**

#2962 FORECASTER

Forcaster is a Horse Racing prediction program which uses statistical analysis of major factors including course/distance winner, past form weight, age, going etc, of a given race and uses data stored to evaluate each horses 'score'.Your own unique 'system' can be created by adjusting the analysis formulae under the 'customize' selection and providing a name for your formulae. <Call it Wayne>

#2963 BRAIN DAMAGE

Brain Damage is a puzzle game where the aim is to arrange a given set of pictures into a specified pattern on an 8*8 picture grid. The pictures are given to you in an initial pattern which you must transform into the specified pattern within a given number of moves and within a given time limit. The only way to move a picture on the grid is to shift the entire row or column that it's in. The pictures may further be rotated, reproduced or destroyed using 'active pictures'.

#2964 MAD FIGHTERS 1200 (AGA ONLY)

Dire Street Fighter 2 clone. Woooooo. O.

#2965 NEOPLASIA PHOBIA MUSIC DISK

5 tracks on here including Stairway to Heaven. Not the best ever music disk but if you are a collector then here it is.

#2966 KIDS DISK 3

An excellent Multimedia presentation tool for kids (and parents too!). Make your own crosswords, wordsearch, dot2dot, comics, books, pictures and virtually anything to keep the kids happy for a while. This is a Shareware version and some features are disabled. Cost to register is 2.50 **SHAREWARE**

#2967 SMARTYPAINTS
Smartypaints is a 'serious' art package for your kids with usable and interesting facilities, and is very appealing to children of all ages / abilities. No hidden drop downs or sub menus to mess with, so your child can see what they have selected all the time. There are a series of 'lockable' options so you can deny access to any options. Loads of options make this program rival DPaint for features.

#2968 SANITY:ARTE DEMO
Usual high quality demo from Sanity. Loads and loads of different routines including 2 Super fast tunnel effects, loads of nice pictures and logos, realtime picture rotation, bouncing balls, texture mapped balls, swirly bits and squares and a nice vector shape ending. Goes on for ages. Excellent. <Second at The Party '93, Aars, behind Origin. Superb timing with the music>

#2969 MEGABALL AGA (AGA ONLY)
The old classic bat & ball game now done in a myriad of luverly colours.

#2970A-D CHARLEY THE CAT 8 (DANDRUFF DUO)
Yet more amazing quality stuff from Mr Whitaker featuring yet again, Charley Cat. In this, his latest adventure, Charley has got the dreaded dandruff. He tries to get rid of the dreadful stuff, but does he succeed? Watch the cartoon and find out. This animated feature requires 3.5Mb to run, and extra drives are definitely recommended, though not essential.

#2971 RELOKICK V1.4
One of our best selling disks of all time is now here in its latest form. The only major differences here are for AGA owners. With the old KICK 1.3, some games still refused to run because you couldn't disable the CPU Caches. WELL NOW YOU CAN. There is a difference for ANYBODY with an ECS based machine. You can now switch between PAL & NTSC.

#2972A-B TOTAL IRRELEVANCE 4
T.I is back with issue 4 which includes a nice shiny new menu. Coming on 2 disks, the second disk contains the best MUG modules of the year whilst the first disk covers articles on a whole host of music related subjects.This issue contains the last part of the "Commands" tutorial and part three of the "NoSampler?" trilogy. Also there is a tutorial on V4's sample editor and an AREXX article..There's the second installment of the Raven's life-story in "Memoirs II" and the usual ModSpot, The Bureau, etc. etc.

#2973 RAGE:NEURAL ASSAULT DEMO
A demo given rave reviews in one of

the mags. An excellent cinema style intro sequence opens this demo and then it takes you on a rollercoaster ride through a host of different routines including a brilliant 3d spinning vector A1200 with monitor. A nice technoesque tune plays in the background.

#2974A-B G.I SPY
The guy who created Charley the Cat is back with his latest animation. This particular one is a more serious story, and features a spy named here to use in DPaint or any Word Processor / Paint Package / DTP that takes bitmaps. Sent in by the one and only Gary Henderson.

#2975A-B CHANNEL Z ISSUE 3 ART AND ANIMATION SPECIAL!!!
The latest issue of the magazine dedicated to the AGA based machines featuring utilities including Huge, Cyclops, Landbuild and Lyapunovia + a couple of others. Articles on here include Drawing with DPaint, Animating with DPaint plus there's some nice AGA pics, some anims and some lovely modules.

#2976A-B HOLODECK 2 (AGA ONLY)
Yet again, the creators of The Final Frontier bring to you another collection of trekky based piccies. 21 altogether all rendered in Real 3D V2 (I think) with not a scrap of digitizing in sight. Excellent quality as usual from the Sulu supporters club.

#2978 ASSASSINS VIDEO TITLERS
5 utils on here all designed to help you with your titling/genlock work. Inscript, Videomanager, ATS, Jacosub and S_Movie.

#2979 FONT FARM 4
A whacking great 50 new fonts on your favourite package. Yet again, thrown together by G.H.

#2980 FONT FARM 5
Another disk chock full with yet another 50 bitmapped fonts to use in Gerald Ingham and his arch-enemy Sly Silvo. This cartoon requires 3Mb of RAM to run. 2 drives recommended, unless you're a masochist.

#2981 YATCY
Yatcy a game of Dice for 1 to 4 players. Each player must roll the dice and depending on the outcome reroll any of the five dice up to two more times. Then the player must decide which empty box on His/Her scorecard they wish the rolls to count for. Players take it in turns when playing to roll for a score box. Written, produced and directed by the man himself.

Continued on page 28

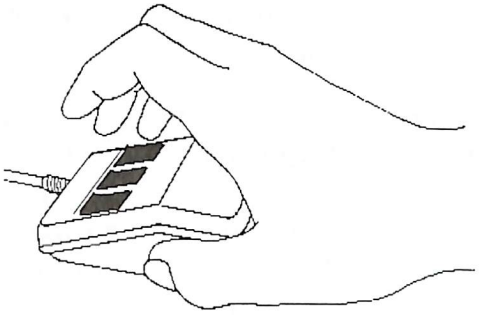
Letters TO THE EDITOR

Hello once again, just a few lines this month.

I did speak out last month about trying to buy a ram card for my trusty 600, and I hope to get one soon thanks to Ron Blake who brought in his 2 MB ram card for me to try in my machine. It worked just great and it gave me a chance to copy the numbers of it so I could try and buy one myself. Once again, thanks Ron.

CAUTION!
This workshop is not *IBM* compatable!

At our last Sunday meeting (10/3/96) it was good to see so many people come along and bring their computers. There was a lot of interesting things to see; one in particular was a program called SCALA and from what I saw, it was very interesting. Maybe that member could give a basic demo one night. I for one would like to see more of this program.



I got a lot of help with my computer from Mike on PageStream and also from Warren Blake with a lot of clipart, a big thanks to both of you.

Last month I asked if anyone could do a demo on scanners. I would like to add to that, one on SCALA and one on placing your own voice on your computer. I would like to know how to set something like that up. Maybe we could have a small column in Cursor for any member who would like to have a demo or give a demo on a particular subject.

Doug Sorensen

17-Bit Disks continued from page 26

#2982A-C A CHARLEY CAT CHRISTMAS

This is just pure Christmas-related slapstick - and perhaps touching too. There isn't really a plot, but it reaches the usual high standards of A.W. This animated cartoon requires 2Mb of memory to run, and an external drive or hard drive is certainly worth using to minimize on disk-swapping.

#2983A-C CHARLEY CAT 7 (IN SICKNESS AND IN HEALTH)

In this animation, Charley has caught a cold, and Jarrod (his owner) insists that he sees the vet. But it's there that the problems start... That's all you get to know. The anim requires 3MB of RAM and it is essential that you have an external or hard drive.

#2980 FONT FARM 5

Another disk chock full with yet another 50 bitmapped fonts to use in Gerald Ingham and his arch-enemy Sly Silvo. This cartoon requires 3Mb of RAM to run. 2 drives recommended, unless you're a masochist.This program was written in Amos Professional and it looks absolutely stunning. Professional is an understatement. Basically it's a colouring pad for kids showing the letters of the alphabet one at a time with a different picture to colour in for each. Brilliant package for kids aged 3-6.

#2985 THE ULTIMATE QUIZ VOL.1

Excellent pub-style quiz machine. This is a shareware version and only 100 general knowledge questions are available to you. On registering there are around 500 questions on a whole range of different subjects including TV. Nicely put together.

#2986 NO SAMPLER UTILS# 3

The latest disk from the Med User Group guys contains the most excellent PD sampling software ever, 'Supersound'. Also on here is a sample maker type program called Wondersound, A realtime effects generator and a host of other goodies for you.

#2987 MAG E ISSUE 1

Mag E is a disk mag dedicated to Fantasy and Science Fiction articles. There is tons of stuff to read on here for anyone remotely interested in the above subjects. 22 articles on Dr Who, 14 Fantasy articles and 11 Sci-Fi articles fill this disk to the brim.

#2988 CREATE ADVENTURE GAMES V3.1

CREATE ADVENTURE GAMES (or CAG for short) is a program made to allow the creation of adventure games. CAG can use samples, med, noise, and soundtracker mods and also AMOS music banks, IFF pictures, compressed or uncompressed. Coloured text (Up to 8 colours) The

ability to create 65536 rooms/messages, 256 objects, bobs & icons, AND it can also use IFF animations. **SHAREWARE**

#2989 WAYNES WORLD PONG
The only thing has got to do with Waynes World is the absolutely amazing quality samples accompanying the game. Basically its just a bat and ball game. But get to the sound test and there are TONS of extracts from the movie, and they all read from RAM too.

#2990 NOSTROMO CHEATS AND SOLVES V2
Stacks and stacks of games cheats on here including loads of adventure solutions like Monkey Island 1 + 2, Flashback, Another World, Cruise for a Corpse, Dark Seed, &tc. Also contains around 4-500 normal games cheats.

#2991 THE DESIGNER V2.13
The Designer is a unique program for creating background graphics and level maps for games. By using The Designer, and any paint program, you will be able to design backgrounds and level maps quickly, easily and effectively, making the task in hand a lot more enjoyable. Update to disk 2928. **SHAREWARE**

#2992 MEGABLOCK 2
Nice colourful version of Tetris with added features including bombs and things.

#2993 2 PLAYER GAMES (AGA ONLY)
Fatal Blows is a two - player fighting game in which two players will take part in a three round bout. The player which wins best out of three rounds - simple as that! Super Spaceball is yet another version of 2 player bat and ball with the usual gameplay. Power pills and things appear, though.

#2994 OLLYS AGA-DOO (AGA ONLY)
This disk is by the guys who did the PLUS range but this time they've moved to AGA machines. On here we have Giger-Tetris, MagicMenu, Quickgrab, ReOrg and Superduper V3. A whole host of goodies for you lot out there. <HDToolBox was removed - (C) CBM...>

#2996 TASKFORCE
This is a strategy type game similar to the old Laser Squad type game. Basically you move your men around the playing area one at a time, taking out buildings and enemy soldiers. The game also nicks a couple of ideas from Syndicate. Nice gfx and sound and the intro is brilliant. Nice one.

●♂☺♀●

Easy Internet for Amiga Users!!!

We now offer an easy all-in-one service to connect you and your Amiga to the Internet!
The package includes all the software you need to get going, PRECONFIGURED, so you can get on the Internet with a minimum of fuss. You will be able to:

- Browse on the World Wide Web.
- Send and receive E-mail to all over the world!
- Download the latest Aminet files.
- Chat LIVE to people using Amiga's all over the world!
- AND LOTS LOTS MORE!!!

Yes! It is all possible with your Amiga. And Image Domain will take you there. This month we are offering a full package to get you connected for only $60!! Including 50 Hours of Internet time! (Other plans are available) For more information, call Image Domain.

SCOOP

You can now get the following software package for only $55
☐Photogenics ☐Wordworth ☐Personal Paint ☐DataStore
☐TurboCalc ☐Digita Organiser ☐Pinball Mania
Available NOW, but stocks are limited so HURRY!

This Months Specials

Quad Spin SCSI CD-Rom	$310	4/8/16Mb SIMM RAM	Call
A1200 Ram Card (used)	$75	A1200 +40Mb HD (used)	$700
Personal Suite CD	$85	Aminet 10 CD-Rom	$25

image domain

92 Bridge St. Fortitude Valley 4006
Ph. (07) 3216 1240 Fax. (07) 3852 2720
Shop Hours: 10.30am - 6.00pm Tues - Fri

This page is available for Club Members private advertisements of computer hardware or original software. Advertising here is FREE.

FOR SALE

760 meg Micropolis SCSI HardDrive .....$370 neg.
320 meg C.D.C. SCSI HardDrive ..... $220 neg.

Brendan Pratt
Ph. (075) 463-317

WANTED

PCMCIA Card
(2mb ram)
for A600/A1200
Contact Doug Sorensen
PH. (07) 3282-7170

WANTED

Games for A1000 machine (512k memory)

Rick Dangerous 1 — **Rick Dangerous 2**
Magic Pockets — **Zak McKracken**
The NZ Story — **Space Crusade**
Ghostbusters *or any other games for a 512k A1000*

Russell Kelly Ph. (07) 3343-6978 (A/H)

GRAPHICS INTEREST GROUP

Just in case you didn't/don't read the President's Patch, my name is Jasen Martin.

I am establishing a Graphics Interest Group. At the moment, I am currently calling it GIG - Graphics Interest Group (Open to suggestions).

Initially, it will be held at the Sunday WorkShop Meetings which is on the second Sunday of every month at St Laurence's College, 82 Stephens Rd South Brisbane. The Meeting starts at 11:00 and goes to approx 16:00.

I am sure that you would agree that Computer Art is both terribly imaginative and exciting process. Something that is learned by only time, imagination, practice and patience. Ok rather than state the obvious we want an atmosphere open for both learning and creativity.

It doesn't matter if you just muck around drawing in a public domain package or if you have power machine dedicated to super fast Rendering. It doesn't matter because I am certain that you will get something out of the group. If you produce any sort of graphics using a computer then you may be interested in the Graphics Interest Group.

I have ulteria motives for the Group, because I am only just learning the trade myself. So what better way to learn is there but to see other (more experienced) Computer Artists at work?.

We have relatively simple ideas for the Group that will eventually span into Commercial Applications.

Eventually we will produce videos and printed posters. We want this Interest Group to be Active and Exciting.

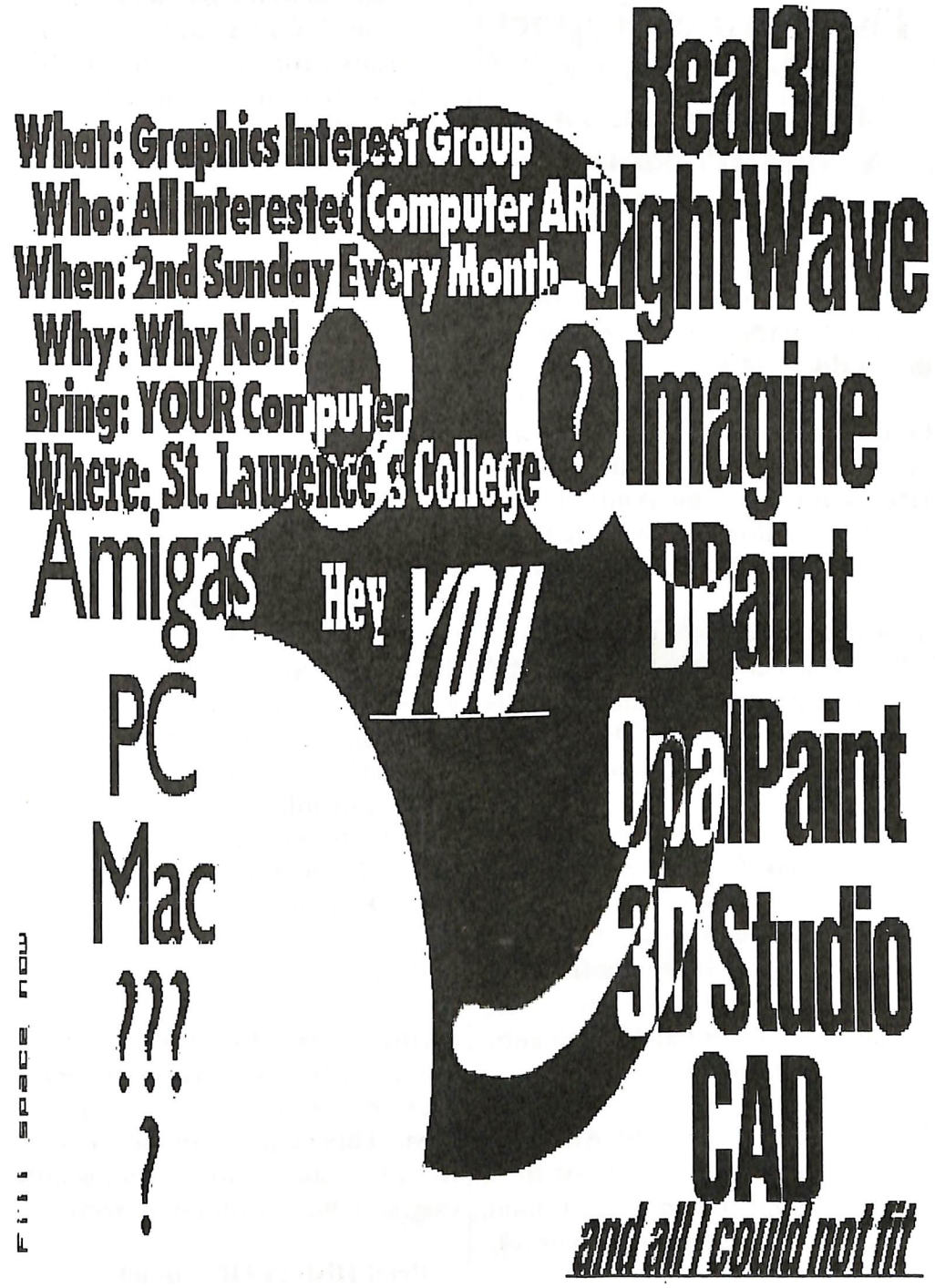
The GIG will not be Machine Specific, even though this is an Amiga Club. Therefore, if you use a PC or MAC then this Club is still for you. We Have no qualms about other platforms. The policy is "It's not what machine you use but what you do with it" namely Computer Graphics.

If/When there is enough interest generated we will look into having our own night and venue which will be paid for by the club.

The Committee is more than enthusiastic about having a successful Special Interest Group and will assist in any reasonable way! Enough said. If you are interested in Computer Art in any form then come to the next CCUGQ Sunday Workshop meeting.

Ahh, by the way ... there will be light refreshments and drinks for all who attend.

Jason Martin ... President.


What: Graphics Interest Group
Who: All Interested Computer ARTists
When: 2nd Sunday Every Month
Why: Why Not!
Bring: YOUR Computer
Where: St. Laurence's College
Amigas
PC
Mac
!!!
?
Hey YOU
Real3D
LightWave
Imagine
BPaint
OpalPaint
3D Studio
CAD
and all I could not fit
Fill space now

The Aminet Report

by Ross Delaforce
ftp.livewire.com.au
Aminet Administrator

Welcome to the Aminet Report, a bi-monthly (or monthly - time permitting) report on one of the largest Amiga based file archives in the world.

Over the coming months, I will attempt to provide a listing of **new files** appearing on Aminet, in a similar fashion to the Fish Disks listings were published in Cursor.

This list will be sent to our faithful editor, who can prune the size so that it is accomodated in the available space. (Yes, there are THAT many files being released each month!)

What is Aminet

For those not familiar with Aminet via the Internet, or have never seen/used the Aminet CDRoms made at regular intervals from the archive, I will provide some background history and information on it's current status.

The best way to describe Aminet is to imagine a vast quantity of files, indexed, supplied with a description, that are placed in logical directories.

Is is a requirement for each Aminet file released to the public, to have a '.readme' file supplied. This provides information on the file subject, the author, the uploader and whether the file is new or replacing an old version.

Aminet Topics

Aminet itself is currently broken up into topics, via means of directories. A brief look at the current directory structure and I'm sure you can work out where something may reside -

biz/ Business software
comm/ Communications
demo/ Euro style demos
docs/ Text documents
mods/ Music modules
dev/ Developer software
disk/ Disk tools
game/ Games software
gfx/ Graphics software
hard/ Hardware related
info/ Site information
misc/ Miscellaneous
mus/ Music software
pix/ Pictures
text/ Text related
util/ Utilities

Within these directories, where possible, further directories have been created to help sub-catergorise files. This helps to provide a static file placement policy and permits easy searches for files of interest.

A Brief History Of Aminet

Aminet was founded by members of

ICU (computer science students' club) in Zurich Switzerland, using an A3000UX donated by Commodore Switzerland.

In the beginning it was one FTP site among many, but when the formerly biggest Amiga based site (ab20.larc.nasa.gov) shut down, people started adopting amiga.physik as a replacement.

In order to share the burden both in performance and network load wise, two mirror sites were installed. A new 1GB harddisk donated by Walnut Creek CDROM and the user community allowed Aminet to keep all old files, while at the same time the number of mirror FTP sites increased constantly to currently 14.

Aminet Today

Aminet is now the leading Internet source for Amiga software, giving authors a far-reaching distribution medium and the user community a place to look for both new and old freely distributable software.

As of the 20th March 1996, Aminet has 26,552 files online. This occupies 4.98 Gigabytes of drive space. Even with all the negativity over the fate and future of the Amiga - prior to Amiga Tecnologies takeover - saw the file archive grow from 22,000 files.

In my books, that's not a bad achievement!

Most sites carrying a full Aminet Mirror (ie: all files) are now utilising 9.1 Gigabyte drives to allow for the natural expansion of Aminet over the coming years.

However, even with this available drive space, the Aminet Administrators are predicting that current available space will be exausted by mid 1997.

The People of Aminet

Many people are involved in keeping Aminet running. Some of them include:

Urban Mueller - Moderation, Software, Gopher, WWW, Eunet Mirror

Matthias Scheler - Moderation, Mail, Paderborn Mirror

Chris Schneider - Moderation, Software

Peter Sjostroem - Luth Mirror

Brian Wright - Etsu Mirror

Fred Fish - AmigaLib Mirror

Happy file hunting!

Ross

Recent uploads to ftp.livewire.com.au [203.16.26.3] till 20-Mar-96
(+ At start of Description means first 60 characters of description used)

File	Dir	Size	Description
db3.2.lha	biz/dbase	290K	+General database w OS3.0 look, GUI design!
pgs32i.lha	biz/patch	762K	+PageStream 3.0i Free Update (h2->i)
pgs3i.lha	biz/patch	806K	+PageStream 3.0i Free Update (all versions)
filter.lha	comm/mail	20K	+Filters email by configurable headers (1.0a)
telser140.lha	comm/tcp	251K	+Telnet(d)/rlogin(d) device/handler for TCP/I
ROM5.lha	demo/mag	664K	+R.O.M. Issue #5 by the rOM tEAM.
abk2mod.lha	dev/amos	101K	+Converts AMOS Music Banks into ProTracker
unlocker.lha	dev/amos	4K	+Unlocks AMOS locked procedures
BackMan13m_b.lha	disk/bakup	72K	+The Backup system! (MUI/XPK/muFS).
FileS_JDL.lha	disk/misc	10K	+Split&Join files program with GUI.
ablast.lha	docs/anno	1K	+Amiga Blast first Italian WEB magazine
ar404.lha	docs/mags	85K	+Amiga Report 4.04, March 14, 1996
AT1.lha	docs/mags	15K	+Issue 1 of AMiGA TEKNiK - Swedish diskmag
AT2.lha	docs/mags	30K	+Issue 2 of AMiGA TEKNiK - Swedish diskmag
AT3.lha	docs/mags	16K	+Issue 3 of AMiGA TEKNiK - Swedish diskmag
walker_log.lha	docs/misc	25K	+Complete log from the Walker IRC conference
Worms_Extra.lha	game/data	218K	+More levels for Worms.
ScreechV2_40.lha	game/misc	565K	+One of the best race games around!
spcworm.lha	game/misc	545K	+Race with your worm, and try to avoid lines
SWOSEd.lha	game/patch	24K	+V1.1. Team editor for SWOS. (MUI)
swoshd.lha	game/patch	10K	+HD Installer for SWOS (1.0, 1.1, 95/96)
Angband-279v5.lha	game/role	688K	+Angband 2.7.9 (v5)
maze.lha	game/shoot	263K	+Maze game with BLOOD for 1 player
se.lha	game/shoot	336K	+Shoot em'up for 1 player
Ts-I.lha	gfx/3d	12K	+CLI only program to convert Texture Studio
SqOpal20.lha	gfx/show	70K	+The ultimate image viewer for Opal
amiwm0.19pl29.lha	gfx/x11	56K	+X window manager WB like.
Amoric_Swe.lha	misc/emu	15K	+Swedish Guide for Amoric V1.4
epi-sim.lha	misc/sci	17K	+Epi-Sim V1.5 Simulates bilological robber
uae-0.4.3.tar.gz	misc/unix	126K	+v0.4.3 of UAE, the Un*x Amiga Emulator
Death.lha	mus/midi	62K	+New-Age composition with DMusic 2.0
Gaim.lha	pix/anim	17K	+A little gag-anim
AGBoot.lha	pix/icon	227K	+Pics for use at boot
Col-Pics3.lha	pix/misc	5.8M	+Pictures from the Computer95 fair at Cologne
PSUtils_v1r16.lha	text/print	183K	+Manipulate postscript files v1r16
Scrambler.lha	util/arc	33K	+GUI Based UU/XX Encoder/Decoder
SysPic3_00.lha	util/boot	111K	+The best boot-time picture displayer!
centerwin11.lha	util/cdity	22K	+Center the active window on hotkey.
spltdata.lha	util/cli	6K	+Splits files using checkmarks
portswit.lha	util/mouse	15K	+Switch mouse control to a different port
TBClock.lha	util/time	9K	+V2.7 of the title bar clock
taskbar5.lha	util/wb	30K	+Win95 style taskbar (MAJOR UPDATE)
EasyFR21_FR.lha	comm/fido	3K	+French catalog for EasyFR 2.1
EasyFR21_NL.lha	comm/fido	3K	+Nederland catalog for EasyFR 2.1
Gedan3.lha	demo/mag	673K	+Gedan#3 English/Polish diskmag
greens-s.lha	mods/smpl	1.7M	+A song in MPEG audio format (stereo)
rondo.lha	mods/smpl	1.0M	+A song in MPEG audio format (mono)

musicin.lha mus/misc 163K+MPEG audio encoder (MC68030/040/060+FPU)
NoClick_1.4.lha util/boot 18K+NoClick utility. V1.4
SwitchWindowAl.lha util/dtype 168K+SwitchWindow alpha REXX/BOOPSI envirenment
Reboot_1.3.lha util/misc 15K+Reboot utility. V1.3
ArtStudio1.lha biz/demo 1.2M+German image cataloging and editing tool
ArtStudio2.lha biz/demo 1.1M+German image cataloging and editing tool
MicroBBS1_1.lha comm/bbs 359K+Small & efficient BBS. Release 1.1.
MM_PGPM1.0.lha comm/fido 10K+GUI for PGP with Mailmanager
XPRCopy1_0.lha comm/misc 9K+CLI-Tool to transfer files via xpr-protocols
cpsspeed10.lha comm/xeno 16K+CPSSpeed is a Xenolink door to rate speed
PhxAss430.lha dev/asm 313K+PhxAss V4.30 68xxx Macro Assembler
PhxLnk421.lha dev/asm 51K+PhxLnk V4.21 Amiga DOS Linker
ReadCDDA.lha disk/cdrom 27K+Reads CDDA and save as digital audio (gui)
CatalogerV271.lha disk/misc 683K+Catal.V2.71. Multi-Find-Tool
Cobra.txt docs/rview 9K REVIEW: DKB Cobra accelerator and Ferret SCS
DeskJet400.txt docs/rview 8K REVIEW: Hewlett Packard DeskJet 400 printer
BOMBv1_2HELP.txt game/2play 1K+BOMBv1.2 colours 'feature'
BorisBall.lha game/demo 345K+Demo of a Megaball beater with 8 BALL MULTIB
linetrix.lha game/shoot 217K+A fast pace shootem up with an awesome sound
amilights1_1.lha game/wb 68K+Amilights 1.1, puzzle game for workbench
ponder.lha game/wb 15K+Genious Workbench-game
cat.lha mods/med 44K+Tune by Ian Hall
caves.lha mods/med 28K+Tune by Ian Hall
gala.lha mods/med 53K+Tune by Ian Hall
ice.lha mods/med 54K+Tune by Ian Hall
metal.lha mods/med 269K+Tune by Ian Hall
pileof.lha mods/med 165K+Tune by Ian Hall
psy.lha mods/med 116K+Tune by Ian Hall
rings.lha mods/med 25K+Tune by Ian Hall
robop.lha mods/med 174K+Tune by Ian Hall
scorpio.lha mods/med 32K+Tune by Ian Hall
sombre.lha mods/med 39K+Tune by Ian Hall
CUSTLightForce.lha mods/misc 37K+Custom module from old LightForce intro
apache.lha mus/midi 26K+A PlugIn based patch editor v1.0 (MUI)
rolandjv1080.lha mus/midi 68K+Patch editor for the Roland JV1080 (MUI)
M+M.jpg pix/real3 75K+Real 3D V3.0 rendert picture
shaker.jpg pix/real3 101K+Real 3D V3.0 rendert picture
MoCX_BnB.lha util/cdity 704K+Samplepack for MoronCX
MoronCX10.lha util/cdity 53K+Ramdom 8svx sample player commodity
Ax.lha biz/dbase 96K+Aminet INDEX database/search utility, V0.2
MM_PGPManager.lha comm/fido 10K+GUI for PGP with Mailmanager
semail11.lha comm/mebbs 37K+Send a Internet E-Mail door (source)
Online1.5.lha comm/misc 94K+Ultimate Phone Call Coster/Logger OS2+
ReStarter.lha comm/net 13K+Redials ppp/sana device upon hangup
AmiFTP-1.264.lha comm/tcp 211K+Easy to use GUI FTP client for OS 2.0+
cp6.lha comm/tcp 705K+Amitcp4/PPP14 Installer, Dialler and CP6 GUI
mTX-gB.lha demo/aga 1.6M+Demo, winner of the Convetion 96
sn2invv2.lha demo/aga 316K+Invitation for Scenest II party v2.0 * AGA
sn96inv.lha demo/ecs 237K+Invitation for Scenest II party * ECS
jrm-bs54.lha demo/sound 68K+DA JoRMaS: Bonus Stage #54
jrm-bs55.lha demo/sound 163K+DA JoRMaS: Bonus Stage #55
jrm-gab1.lha demo/sound 750K+DA JoRMaS: GabbAhl (Disk 1/3)

jrm-gab2.lha demo/sound 763K+DA JoRMaS: GabbAhl (Disk 2/3)
jrm-gab3.lha demo/sound 693K+DA JoRMaS: GabbAhl (Disk 3/3)
jrm-ledz.lha demo/sound 204K+DA JoRMaS: Led Zeppelin Gabber Remix
jrm-ul31.lha demo/sound 680K+DA JoRMaS: Urea Leak #31
jrm-ul32.lha demo/sound 687K+DA JoRMaS: Urea Leak #32
jrm-ul33.lha demo/sound 835K+DA JoRMaS: Urea Leak #33
jrm-ul34.lha demo/sound 695K+DA JoRMaS: Urea Leak #34
jrm-ul35.lha demo/sound 701K+DA JoRMaS: Urea Leak #35
Optim_Tips.lha dev/amos 4K+Some optimisation tips for AMOS programmers
FileSJDL.lha disk/misc 10K+Split&Join files program with GUI.
memdev37.2.lha disk/misc 20K+Uses 16bit RAM as swap space for VMM
AT_FAQ1_1.txt docs/anno 6K+A FAQ about the exciting new Walker machine
sn2eng19.txt docs/hyper 8K+Info about Scenest 2 party (12-14 April 96)
ael-v3n1.lha docs/mags 10K+Amiga Educator's List Newsletter
scnetmar.txt docs/misc 32K+The most complete list of V.I.S (march)
SneechV1_5.lha game/2play 390K+NEW Vers of *THE BEST* Multi Snake Game!
WBSolo.lha game/wb 9K+Simple WorkBench Solo game v1.2
Alien_atr2.lha gfx/3d 86K+Imagine attribute files
VicVisionV1_03.lha gfx/conv 363K+Vic Vision V1.03 C64 Gfx to IFF
WhirlGIF20.lha gfx/conv 30K+Generates GIF animations with Netscape loop
Iconian2_97.lha gfx/edit 315K+OS3.0 icon editor, NewIcon support.
PlayFKiss2_06.lha gfx/show 227K+Kisekae player,/w/ KISSGS/FKISS. MUI req
NT70_2.0.lha hard/hack 2K+72hz NTSC monitor driver WORKS!
adtf.lha misc/unix 24K+Front end for Aminet Directory Tool (French)
mongolia.lha mods/instr 153K+Pt mod by gavin lucas
NemacIV.lha mods/misc 103K+Titlescore from NemacIV by eau
bassie.lha mods/pop 116K+Pt mod by galumas
brightday.lha mods/pro 60K+Protracker Module
conga.lha mods/pro 169K+PT Mod by MRSED/F^5
Child.lha mods/techn 51K+"CortexChild" mod by TSt/NvX
CortexChild.lha mods/techn 51K+Rave mod by TSt/NvX
freedom.lha mods/techn 185K+"Freedom" mod by TSt/NvX
LoT_Limose.lha mods/techn 40K+Limose . PTMod by Latte/Texxid
LoT_Quadrat.lha mods/techn 118K+Quadrat . PTMod by Latte/Texxid
S_DontPanic.lha mods/techn 59K+Don't Panic . PTMod by Spike
sof.lha mods/tranc 70K+Nice hard trance - ambient mixture
aoold38aga.lha pix/anim 519K+Imagine space attack scene
CannonTurret.lha pix/anim 238K+Small sample of a much larger Imagine anim
amydisk_4.lha pix/illu 580K+Pics of some of those who frequent Fidonet
FREETIMOR.lha pix/misc 2K+FREE EAST TIMOR!! Background
Fuxx_U.lha pix/misc 223K+Indonesia's Reaction to Timor !!!
mwb-zipicon.lha pix/mwb 3K+The 1st *pretty* XEN ZiPdrive icon.
SJMagicWB.lha pix/mwb 27K+New, but small MWB Collection
UselessMWB2.lha pix/mwb 62K+16 patterns for MagicWB
Lightwave95.jpg pix/trace 44K+TIE Fighter in asteroid field LW4.0 640x480
museum1.jpg pix/trace 67K+Virtual Museum Series LW4.0 640x480
museum2.jpg pix/trace 71K+Virtual Museum Series LW4.0 640x480
museum3.jpg pix/trace 130K+Virtual Museum Series LW4.0 640x480
museum4.jpg pix/trace 96K+Virtual Museum Series LW4.0 640x480
museum5.jpg pix/trace 94K+Virtual Museum Series LW4.0 640x480
WavePlasma.jpg pix/trace 67K+Lightwave95 Psychedelic (LW4.0 800x600)
WildStreet.jpg pix/trace 70K+Futur Buggy in night street (LW4.0 640x480)

ChryseWB.lha pix/wb 95K+IFF image of Chryse's WB 3.0 :)
PortSrc.lha text/misc 257K+Ultimate text converter, with full src
DFace_102.lha util/arc 61K+GUI to depack LHA-,LZX-,ZIP-,DMS-,ARJ-,PP-
IconChief.lha util/boot 34K+WB-Patch, faking Default-Icons
cls.lha util/cli 12K+Simple command to clear shell windows.
CowCopy.lha util/cli 15K+Usefull File Search, Copy, Move & Delete
SBLCookie.lha util/cli 398K+V1.0 Another CLI Fortune Cookie Program.
SDelete.lha util/sys 10K+V1.0 Secure deletion program.
ZSearch10c.lha util/sys 5K+The fastest search utility
TUE016.lha comm/bbs 25K+Brand New GUI User Editor for TransAmiga
jm960228.lha comm/fido 329K+JamMail - An Amiga FidoNet/UUCP Frontend
HCF.lha dev/src 1K+FALSE source to work out highest common fact
HDOff_1.35.lha disk/misc 27K+Noise saver for ide HD's - MAJOR bugfixes!
ACDGv15.lha docs/hyper 135K+AmigaGuide to *ALL* Amiga CD-ROMs! v1.5
Excalib_960315.lha docs/mags 50K+Dutch Amiga magazine, issue Two, 15 March 19
BOMBv1_2.lha game/2play 480K+Amiga Format award-winning game
TrappedPreview.lha game/demo 1.0M+March preview of Trapped, a 3D game
MIS_adventure.lha game/role 876K+A very cool graphical adventure game
VoxelEngine25.lha gfx/aga 71K+Landscape routine. V2.5
Best_DBLPAL.lha hard/drivr 5K+DBLPAL:784x550 monitor driver for AGA
Pal-57Hz.lha hard/drivr 8K+PAL 640x256 in 57Hz (less flicker)
imdbDiff960308.lha misc/imdb 833K+Diffs for the Internet MovieDatabase
shadeway.lha mods/chip 5K+By Scorpik/Absolute! From "Shadeways to heav
s_pintro.lha mods/chip 6K+By Scorpik/Absolute!
3dparads.lha mods/demo 77K+By Scorpik/Absolute!
mrsmith.lha mods/demo 131K+By Scorpik/Absolute! From "Marchewki"
oldgabba.lha mods/hardc 296K+New great Hardcore mod by AMOREL
16.lha mods/med 69K+OCTAMED music module
2Rock.lha mods/med 67K+OCTAMED music module
Always.lha mods/med 37K+OCTAMED music module
ASFU.lha mods/med 84K+OCTAMED music module
Bounty.lha mods/med 40K+OCTAMED music module
BrtMnFunk.lha mods/med 80K+OCTAMED music module
Distant.lha mods/med 55K+OCTAMED music module
Dont.lha mods/med 54K+OCTAMED music module
dykil.lha mods/med 54K+OCTAMED music module
EastSide.lha mods/med 89K+OCTAMED music module
Eternity.lha mods/med 43K+OCTAMED music module
GetAMove.lha mods/med 48K+OCTAMED music module
Happy.lha mods/med 38K+OCTAMED music module
Hum.lha mods/med 107K+OCTAMED music module
Inten.lha mods/med 84K+OCTAMED music module
LFTT.lha mods/med 113K+OCTAMED music module
NoOne.lha mods/med 37K+OCTAMED music module
PBoogie.lha mods/med 43K+OCTAMED music module
RockThing.lha mods/med 192K+OCTAMED music module
SoIs mods/med ?+OCTAMED music module
Steel.lha mods/med 17K+OCTAMED music module
TheComing.lha mods/med 64K+OCTAMED music module
ThisIs.lha mods/med 40K+OCTAMED music module
Tonight8.lha mods/med 37K+OCTAMED music module
UanC.lha mods/med 58K+OCTAMED music module

UltRef96.lha mods/med 76K+OCTAMED music module
drunkcat.lha mods/misc 137K+By Scorpik/Absolute!
ironbutt.lha mods/misc 33K+By Scorpik/Absolute!
jnglbook.lha mods/misc 122K+By Scorpik/Absolute!
aspireab.lha mods/rock 301K+By Scorpik/Absolute!
colony.lha mods/slow 120K+By Scorpik/Absolute!
frnddied.lha mods/slow 94K+By Scorpik/Absolute!
guru.lha mods/slow 98K+By Scorpik/Absolute!
latevist.lha mods/slow 143K+By Scorpik/Absolute!
peru2.lha mods/slow 97K+By Scorpik/Absolute!
poisonfc.lha mods/techn 79K+By Scorpik/Absolute!
Fleet2.mpg pix/anim 820K+Im4.0, 4 ships jump in before mothership
Gear.mpg pix/anim 89K+Im4.0, shows landing gear moving up/down
Jump.mpg pix/anim 581K+Im4.0, ship jumps from one location
plane.lha pix/anim 501K+20 frame ham8 anim of f16
Spacone2.mpg pix/anim 817K+Im4.0, spacecone fires torp
SnapShots.lha pix/wb 175K+My (pja@netti.fi) Workbench snapshot.
TomsWB.lha pix/wb 58K+16 Colour Workbench Grab
ged_e-s2.lha text/edit 7K+AmigaE syntax parser V1.2 for GoldED 3+
ClickForMenu.lha util/boot 6K+Click right btn for intuition menu V1.10
dircmp2a.lha util/cli 10K+Compares directories, now 100% AmigaOS
Smarty12.lha util/dir 58K+V1.2 of MUI-file-manager alike prog
Adagisv3.lha util/misc 97K+V3.0 of MUI-based fortune-cookie prog
biorhythms.lha util/misc 31K+Nice WB biorhythm calculator, V3.0
MFontList.lha biz/swood 6K+FinalWriter macro to make a font list
agbgph13a.lha comm/cnet 13K+Activity Graph for Cnet 3.x, Version 1.3a
randompassword.lha comm/cnet 5K+Random access passwords for CNet3.X
SRS_cDiNFO.lha comm/cnet 13K+CNet Tool to show CD's online
Gotcha12b1.lha comm/fido 393K+V1.2 beta 1 - FidoTN mailer
AmiPhone1.41B.lha comm/net 112K+AmiTCP based voice chat program
IB_TransAnims.lha comm/net 164K+Set of Transfer Anims for IBrowse
AmIRC10.lha comm/tcp 590K+Fully featured GUI IRC Client
mtx-gb.lha demo/aga 1.5M+Matrix presents Gom Jabbar
PhoneLogDevKit.lha dev/c 73K+Phone log file standard (SGML format) V1.1
mui33mod.lha dev/gui 83K+Modula-2 interfaces and demos for MUI 3.3
ahi.lha dev/misc 100K+Device-independent audio, first try.
amos-meetings.txt docs/anno 1K+IRC meetings about Amos and Amos Pro
Haynie.lha docs/misc 23K+Transcript/Dave Haynie Compuserve Conference
HitStTngTiles.lha game/data 7K+Star Trek-TNG tiles for Hit Tiles 2.
F1GP-Ed.lha game/misc 339K+Formula One Grand Prix / WC Editor V3.12
F1GP-Ed_Locale.lha game/misc 29K+F1GP-Ed non-english translation files
acm_0.1.lha game/wb 160K+Kennedy Approach like ATC game - preview
ImageDesk30.lha gfx/misc 634K+Thumbnail oriented image cataloger
showpic.lha gfx/show 3K+Trivial datatypes gfx viewer with source.
ttviewer.lha gfx/show 166K+Shows BMP, IFF, PCX pictures on picasso II
fmsx_0.8.lha misc/emu 165K+MSX emulator, req. 68020/OS2.0
flm217.lha misc/misc 1.0M+E<->G dictionary (60000 words)
12Mid.lha mods/funk 53K+OCTAMED Contemporary jazz music mod
AmCli.lha mods/funk 86K+OCTAMED techno-funky music mod
Nothin.lha mods/funk 65K+OCTAMED Contemporary jazz-pop music mod
Stop.lha mods/hardc 128K+By -*AMOREL*- Great Hardcore mod!
King.lha mods/instr 77K+OCTAMED swinging guitar music mod

fly.lha mods/jungl 334K+A little jungle, funk-style....by Sheffra
Bounty.lha mods/misc 40K+OCTAMED Contemporary music mod
Faces.lha mods/pop 55K+OCTAMED pop music mod
Rumble.lha mods/pop 96K+OCTAMED hiphop music mod
1997rem.lha mods/pro 90K+Great Protracker Module by D.Lusion of LODGE
5yearmis.lha mods/pro 81K+Great Protracker Module by D.Lusion of LODGE
allofu.lha mods/pro 101K+Great Protracker Module by D.Lusion of LODGE
Traveling.lha mods/rock 62K+OCTAMED rock music mod
SBreaks.lha mods/smpl 289K+Collection of beats from Sheffra
SBreaks2.lha mods/smpl 305K+Collection of beats from Sheffra
SBreaks3.lha mods/smpl 264K+Collection of beats from Sheffra
SBreaks4.lha mods/smpl 292K+Collection of beats from Sheffra
mikado.lha mods/techn 381K+ProTrackerV3.15-Module
dumpman.lha mus/midi 90K+Manager for binary MIDI instrument dumps
ctryxx.lha pix/art 97K+Old pictures from Ctryxx of Trinomic
AESicons7.lha pix/icon 151K+140 NewIcon Imagedrawers!
ArgelPtrs.lha pix/icon 77K+(v6.1) OS3 Fantasy, etc. Hi-res mouse ptrs
castle.jpg pix/misc 65K+Royal castle Neuschwanstein - Bayern 1994
flux.jpg pix/trace 237K+Cinema4D rendered picture
kamera.jpg pix/trace 264K+Cinema4D rendered picture
worms.jpg pix/trace 264K+Cinema4D rendered picture
ctx_wb.lha pix/wb 503K+Snapshots of Ctryxx's Workbench (800x600)
ASpellGUI.lha text/edit 100K+AlphaSpell GUI supports 14 Editors; 1.6
pcheini.lha text/show 14K+MUI-Textviewer
ToolManagerUpd.lha util/boot 26K+Update to ToolManager 2.1 (V2.1b)
WBStart.lha util/libs 23K+Emulate program starting from WB (V2.0)
alpatch.lha util/misc 14K+Displays Alerts in a requester
iiqtools.lha util/misc 118K+Collection of Utillities and tools , for all
losung10.lha util/misc 107K+Shows the Losungs-Text from the current Day
MultiUser18ext.lha util/misc 204K+Multi User System Security (extutil)
memm.lha util/moni 33K+Watching and freeing MemChunks
FWCalendar.lha util/rexx 11K+Create calendars w/ events in FW
rexxdossupport.lha util/rexx 31K+V3.3 ARexx function lib for V37+ functions
lmjoin.lha util/sys 5K+Joins larger files with a few bytes of memor
MatchV2.0.lha util/sys 8K+Searches for strings in ANY text file
ParM_V6.02.lha util/wb 65K+V6.02. Lounch application by menu.
TinyMeter_V421.lha util/wb 326K+Launches programs, shows memory, volumes
YAM12.lha comm/mail 135K+MUI Internet mailer for AmiTCP
Supervisors.lha demo/file 243K+Very old and nostalgic Supervisors demo
ABackup511.lha disk/bakup 299K+Intuitive and very powerful backup program
DBackup233_MUI.lha disk/bakup 58K+Backup-program to autostore changed files
boulderdash3d.lha game/demo 592K+Collect gems in 3D cave! AGA/020 (fixed)
Breed96.lha game/misc 168K+Space colonisation/exploration game
fantasy1.lha game/think 620K+Klondike III AGA Cardset.
AmoricV1_4.lha misc/emu 221K+Oric 48K Emulator for 68020+ KS2.0+ V1.4
emucpc05.lha misc/emu 293K+Amstrad CPC 664 Emulator V0.5
Laplace.lha misc/math 112K+V0.1 of a universal math utility
abigplace.lha mods/alpma 62K+Strange&wonderful music by Johan Alpmar
angeleyes.lha mods/alpma 200K+Strange&wonderful music by Johan Alpmar
kexihalsen.lha mods/alpma 66K+Strange&wonderful music by Johan Alpmar
mindinspace.lha mods/alpma 81K+Strange&wonderful music by Johan Alpmar
deck1.lha mods/demo 476K+Funky/Dance-Hop module by Wookie

dominion.lha mods/jungl 181K+Trance/ambient/jungle by Sheffra
Interference.lha mods/pro 128K+The greatest demomus in the world EVER!
moon2sh.lha mods/s3m 78K+Original S3M done by Wyvern
what_am.lha mods/s3m 129K+Original S3M done by Wyvern
DI-Airwaves.lha mods/slow 207K+DI - "Airwaves" - 6:41
DI-DrmSeq.lha mods/slow 248K+DI - "Dream Sequence" - 16:06
DI-GHM.lha mods/slow 486K+DI - "Glass House Mountain" - 25:56
DI-MagNorth.lha mods/slow 120K+DI - "Magnetic North" - 8:19
DI-SysOfDist.lha mods/slow 569K+DI - "Systems Of Distance" - 20:24
DI-Visuals12.lha mods/slow 228K+DI - "Visuals Parts 1 and 2" - 11:39
DI-Visuals3.lha mods/slow 199K+DI - "Visuals Parts 3" - 10:27
DI-Visuals4.lha mods/slow 126K+DI - "Visuals Parts 4" - 12:33
DI-Visuals5.lha mods/slow 98K+DI - "Visuals Parts 5" - 6:27
DI-WhiteMrg.lha mods/slow 185K+DI - "White Mirage" - 18:29
pro2fast11.lha mus/misc 55K+Pro2Fast v1.1 - Create 32 channels modules
JesusAnims.lha pix/anim 103K+The Jesus on E's animations
FabsWB.lha pix/wb 288K+This is my WB Screen as it looks like now.
LJ4Boost121.lha text/print 45K+LaserJet4 Printer-Driver Package 1.21
musictex.lha text/tex 1.0M+MusicTeX for the Amiga system
FastBootV1_0.lha util/boot 14K+Lets you boot your Amiga VERY fast.
KickROM03b.lha util/boot 4K+SoftBoot alike program - public beta
RHelfer.lha util/misc 47K+Helps to solve german crosswords. V2.05
TxtFind301.lha util/sys 12K+Searches for a string in a textfile. V3.001
digital.lha util/time 15K+Digital chronometer with nice GUI
Xtruder24.lha util/virus 276K+Virus killer.

The most downloaded files from Aminet during Feb 96.
Most popular file on top of list.

File	Dir	Size	Description
mui32fix.lha	dev/gui	83K	Muimaster.library V13.687, little bugfix
ar402.lha	docs/mags	75K	Amiga Report 4.02, January 31, 1996
mui32usr.lha	dev/gui	796K	MagicUserInterface V3.2, user files
MCP110.lha	util/cdity	395K	MAJOR UPDATE! The mother of the WB-Utils
SayMore.lha	util/wb	12K	Say replacement with more options v0.25
Amiscape.lha	pix/illu	9K	Preview Picture of Amiscape
WBStartupPlus.lha	util/boot	52K	V2.6 Expands WBStartup capabilities.
AmonopolyV14.lha	game/board	193K	The classic board game. V1.4
Play16_1.6.lha	mus/play	91K	Plays WAV, IFF, MAUD, etc, 14 bit output
NewIconsV2.lha	util/wb	400K	Revolutionary GUI Enhancement System V2
lowfrag12.lha	util/boot	6K	Prevent Memory Fragmentation!
mn_ansitest.lha	comm/mebbs	3K	ANSI Test Door for MEBBSNet
HotNews.txt	docs/misc	1K	Amiga-Scene *HOT* News (Read'n'Spread !!
X-FilesWB.lha	pix/misc	7K	An 8-colour X-Files logo (640x512) Great
AmigaSurf.lha	pix/illu	397K	Snapshots of Amiga Surfer
CopyC21.lha	disk/misc	134K	Copy-C V2.1 fixed for new Amigas
ArtPRO0.94.lha	gfx/conv	128K	A powerful gfx-converter ,V0.94
Hypno.lha	gfx/misc	11K	A "bouncing polygons" type program.
aMiPEG05.lha	gfx/show	116K	MPEG player with support for CyberGraphX
GDSelector.lha	game/patch	2K	Gloom Deluxe HD World & Level Selector

Please submit articles on disk in ASCII format (if possible) and post them to :

Mike Williams
32 Bulwarna St
Shailer Park Qld 4128
or upload to:
The Cursor Editor
CCUGQ BBS
(07) 3300-6357 or (07) 3805-5928

AMIGA PUBLIC DOMAIN DISKS

Our extensive range of over 2000 Amiga P.D. disks is available at:

1. Our Workshop Meeting
2. Our Main Meeting
3. By Mail
4. On our two BBSs (a selection).

Copying of P.D. disks by Club Members at our Workshops is free.
Disks can be purchased at both of our Meetings for $2 each.
Requests for disks by Mail should be directed to The Secretary, enclosing a cheque/money order payable to C.C.U.G.Q.
Cost is $2 per disk plus $3 postage for each 6 disks or part thereof.
P.D. Librarians are Ron and Warren Blake Phone (07) 3287-1790.

MEMBERSHIP SCHEDULE

ANNUAL FEES

Ordinary Membership $40

Pensioner Membership..... $30

Country Membership..... $30

Library Administration Fee..... $10

(Required for access to Commercial, Public Domain and Magazine Libraries)

Commodore-Amiga Computer Users Group Qld.
P.O. BOX 274 SPRINGWOOD QLD. 4127.

MEMBERSHIP APPLICATION FORM

Date of application : . . / . . / . .

Name : . . . . . .

Address : . . . . . .

. . . . . .

. . . . . **Postcode :** . . . . . .

Phone (Home) : . . . . . **(Work) :** . . . . . .

Business Name (if applicable) : . . . . . .

Type of Computer(s) : . . . . . .

Printer Make/Model : . . . . . .

Modem Make/Model : . . . . . .

Other Equipment : . . . . . .

Computer Knowledge (Languages/Technical etc) : . . . . . .

. . . . . .

Area of Computer Interest : . . . . . .

. . . . . .

. . . . . .

Please find enclosed Cheque / Money Order for $ . . . . . .

Payable to C.C.U.G.Q. Inc.

Type of Member (see over) : . . . . . .

Signed : . . . . . .